

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A method of generating a graphical user interface (GUI), the method comprising:
 - grouping graphical user interface objects into object groups;
 - defining an arrangement for a plurality of the object groups, each object group corresponding to at least one relationship in the arrangement;
 - assigning a graphic pattern that is distinct for each relationship;
 - generating a graphical structure for each object to be represented in the GUI;
 - generating a background region for the GUI for each object group based on the assigned graphic pattern for the corresponding relationship for the object group; and
 - generating the GUI ~~having~~ comprising:
 - at least two concurrently displayed and non-overlapping background regions each including one or more related graphical structures; and
 - two concurrently displayed and overlapping background regions, the overlapping background regions lacking a border between the overlapping background regions such that a visual transition between the overlapping background regions is defined by a change from a graphic pattern of one of the overlapping background regions to a graphic pattern of the other background region.
2. (Original) The method in accordance with claim 1, further comprising displaying the GUI.
3. (Currently Amended) The method in accordance with claim 1, wherein ~~[[the]]~~ a graphic pattern represents a color to be displayed in a background region.

4. (Original) The method in accordance with claim 3, wherein each relationship in the arrangement is assigned a different color.
5. (Original) The method in accordance with claim 4, wherein the different color is progressively lighter or darker according to the significance of the relationship in the arrangement.
6. (Currently Amended) The method in accordance with claim 1, wherein ~~[[the]]~~ a graphic pattern represents a shading pattern to be displayed in a background region.
7. (Original) The method in accordance with claim 6, wherein the shading pattern includes a plurality of lines.
8. (Original) The method in accordance with claim 6, wherein the shading pattern includes a color.
9. (Original) The method in accordance with claim 1, wherein at least one graphical structure is selectable by a user of the GUI for interaction.
10. (Original) The method in accordance with claim 1, wherein the arrangement is a hierarchy and each relationship in the hierarchy is a level in the hierarchy.
11. (Currently Amended) An apparatus comprising machine-readable instructions to display ~~[[A]]~~ a graphical user interface (GUI)~~[[,]]~~ comprising:
 - two or more background regions concurrently displayed in the GUI, each background region being based on a graphic pattern that is distinct, and the graphic pattern being assigned to a relationship in an arrangement defined for a plurality of object groups, each object group including one or more graphical user interface objects, the two or more background regions being arranged so that they do not overlap;

two concurrently displayed and overlapping background regions, the overlapping background regions lacking a border between the overlapping background regions such that a visual transition between the overlapping background regions is defined by a change from a graphic pattern of one of the overlapping background regions to a graphic pattern of the other background region; and

one or more graphical structures displayed in the GUI, each graphical structure representing one of the one or more objects and being disposed in at least one of the two or more concurrently displayed background regions corresponding to the relationship of the object.

12. (Currently Amended) The GUI apparatus in accordance with claim 11, wherein [[the]] a graphic pattern represents a color to be displayed in a background region.

13. (Currently Amended) The GUI apparatus in accordance with claim 12, wherein each relationship in the arrangement is assigned a different color.

14. (Currently Amended) The GUI apparatus in accordance with claim 13, wherein the different color is progressively lighter or darker according to the significance of the relationship in the arrangement.

15. (Currently Amended) The GUI apparatus in accordance with claim 11, wherein [[the]] a graphic pattern represents a shading pattern displayed in a background region.

16. (Currently Amended) The GUI apparatus in accordance with claim 15, wherein the shading pattern includes a plurality of lines.

17. (Currently Amended) The GUI apparatus in accordance with claim 15, wherein the shading pattern includes a color.

18. (Currently Amended) The GUI apparatus in accordance with claim 11, wherein at least one graphical structure is selectable by a user of the GUI for interaction.

19. (Currently Amended) The GUI apparatus in accordance with claim 11, wherein each relationship in the arrangement is a level in a hierarchy and the arrangement is a hierarchy.

20. (Canceled)

21. (Currently Amended) An apparatus comprising machine-readable instructions to display [[A]] a graphical user interface (GUI)[[,]] comprising:

two or more background regions concurrently displayed in the GUI, each background region being based on an opaque graphic pattern that is distinct, and the graphic pattern being assigned to a relationship in an arrangement defined for a plurality of object groups, each object group including one or more graphical user interface objects, the two or more background regions being arranged so that they do not overlap, with at least one of the background regions circumferentially surrounding one other background region;

two concurrently displayed and overlapping background regions, the overlapping background regions lacking a border between the overlapping background regions such that a visual transition between the overlapping background regions is defined by a change from a graphic pattern of one of the overlapping background regions to a graphic pattern of the other background region; and

one or more graphical structures displayed in the GUI, each graphical structure representing one of the one or more objects and being disposed in at least one of the two or more concurrently displayed background regions corresponding to the relationship of the object.

22. (Currently Amended) A computer program product, tangibly embodied on a computer-readable storage medium, the computer program product comprising instructions to perform operations comprising:

generating graphical structures for each object to be represented in a graphical user interface (GUI), each object being represented by one or more of the graphical structures, each object being assigned to an object group from a plurality of object groups, each of the object groups being assigned a distinct graphic pattern, and the graphical structures are user interface components comprising at least one user interface control; and

generating the GUI having first, second, and third graphic patterns for first, second, and third background regions, respectively, wherein:

the object groups comprise a first object group assigned the first graphic pattern, a second object group assigned the second graphic pattern distinct from the first graphic pattern, and a third object group assigned the second graphic pattern distinct from the first and second graphic patterns;

the first, second, and third background regions are concurrently displayed on a same plane of user interaction such that display of the first, second, and third background regions is not affected by user action with ~~are not affected by user interaction with~~ graphical structures ~~[[of]]~~ from at least two of ~~any of~~ the first, second, and third background regions;

the first, second, and third background regions surround graphical structures of each corresponding background region; and

overlapping background regions reflect relationships between objects of graphical structures in each of the first, second, and third background regions, the relationships comprising:

a first relationship of the first background region being a first hierarchical level reflecting graphical structures of the first background region representing objects assigned to the first hierarchical level;

a second relationship of the second background region being a second hierarchical level reflecting graphical structures of the second background region representing objects assigned to the second hierarchical level and being higher in a hierarchy than the first hierarchical level, the second background region surrounding the

first background region when the graphical structures of the first background region are within the confines of the second background region; and

a third relationship of the third background region being a third hierarchical level reflecting graphical structures of the third background region representing objects assigned to the third hierarchical level and being higher in the hierarchy than the first and second hierarchical levels, the third background region surrounding the second background region when the graphical structures of the second background region are within the confines of the third background region.

23. (New) The product in accordance with claim 22, wherein the first and second background regions are two concurrently displayed and overlapping background regions, the overlapping background regions lacking a border between the overlapping background regions such that a visual transition between the overlapping background regions is defined by a change from a graphic pattern of one of the overlapping background regions to a graphic pattern of the other background region.